

## Head Referee Resource

### Role

Your role as the head referee is to conduct, oversee and adjudicate a quidditch match with the help of your assistants. Your primary concern is the safety of the players and officials involved in the game. You have the final call on all decisions, which you should act on based on information received from any of your assistants.

### Pre-Match

#### Captains Meeting

1. Ensure you have all of your officials and equipment at the pitch ready.
2. Get all of your officials into a group ready to go.
3. Call captains and shake hands. Inform them of the referee team and check that there are no conflicts of interest.
4. Bring the captains over to the referee team and introduce.
5. Go through the authority chain for beater game- nearest AR, farthest AR, overall HR decision.
6. Allow questions to/from the Snitch by the captains.
7. Ask for any players that may be misgendered.
8. Ask for any players that have any disability or impairment (e.g. partially deaf).
9. Ask for any problems in previous games that they want to be looked out for (every tournament has a problematic foul that reoccurs!)
10. Ask for any ground rules they wish to be clarified (specific to this match/tournament).
11. Ask for any rulebook rules they wish to be clarified
12. Ask if they would like a coin toss for ends; if so, perform a coin toss
13. Shake hands, wish well and give them 2 mins until starting line (1 min until equip. check if needed).

#### Refs meeting

1. Identify each official in their roles (e.g. I'm HR, this is \_\_\_\_ and \_\_\_\_ who are ARs etc.).
2. Check the Scorekeeper and Timekeeper know their roles.
  - 2.1. Scorekeeper: Noting scorers, carded fouls (colour, player and foul).
  - 2.2. Timekeeper: Start on Brooms up, stop for a brooms down. If overtime then when HR plays advantage then stop clock too).
  - 2.3. Send them to their posts.
3. Check the GRs know their signals and send them to their posts (Goal, No Goal, Don't Know).
4. Go through delayed penalty procedures (point to fouling team, if both teams foul just a fist. Remember jersey number of fouling player(s)).
5. Go through stoppage procedures:
  - 5.1. AR should **not** come into a discussion if they have nothing to add **unless** called in by yourself.

- 5.2. Minimise stoppage time (as much as possible).
- 5.3. If you've given a warning then tell at a stoppage who and what for.
6. Go through Snitch/SR interactions: ensure the Snitch knows their boundaries and handicaps, and the SR to look after the safety of the Snitch. If the Snitch is not happy, they should tell the SR who can then relay to yourself.
7. Go through positions during the game and at brooms up.
8. Go through any rulebook queries.
9. Shake hands and get to positions:
  - 9.1. If an equipment check is needed (usually the first match any team has played at that particular tournament or fixture), then do that first.
  - 9.2. Followed this by getting everyone into their positions.

### **Brooms Up**

1. Whistle the players to the starting line if needed.
2. Check with ARs that players are in the correct positions.
3. Check each team is ready.
4. Shout 'Brooms Down'.
5. Shout 'Ready'.
6. Call 'Brooms Up'.

### **Carding**

There is a technique to carding players and it is dependent on the situation. Normally for a card, the best way is to be calm about the situation and not antagonise the player. The following technique is one of the best to calm down a player about to be put into the Penalty Area.

- ❖ If you need a discussion with other referees then have one, away from any players, and make sure you get the call right. If you saw the foul, then you don't necessarily need a meeting unless you're not quite 100% sure.
- ❖ If you are a distance away from the player (i.e, 10+ metres) then lightly jog over until you are around 5-10 metres away from them and then walk to them from there. Approach too quickly and it will seem aggressive, too slowly and it makes them have an agonising wait.
- ❖ In the 5-10 metre walk, if you feel it appropriate, get the card out ready so they aren't left in wait to see the penalty. Sometimes it's not best to do this so if in doubt, leave it in the pocket for now.
- ❖ Calmly, in a 1-to-1 explain to them the foul they committed and the penalty you are about to give, check they understand. Don't let them try to argue their way out of the card.
- ❖ Turn to face the table and signal the foul and tell them the foul during the signal. Do accompanying body actions if known.
- ❖ If not already, get the card out and hold it up in the air (arm's length above head) facing towards the player.
- ❖ Once shown, direct them to the Penalty Area.

- ❖ If you feel it appropriate, walk with them to the Penalty Area (it may be necessary to explain the foul to the score table directly).

In the exceptionally rare event of a mass confrontation, it's best to split the players apart and get the cards out quickly rather than taking your time. The sooner the offending players are off the pitch, the better in this case. **Do not** attempt to split players up or get in the middle of the confrontation. Triangulate (or quadrangulate) the situation with your ARs until it deescalates. As the HR, keep blowing your whistle every few seconds to let the players know you are watching and every move they make you are clocking. Try and remember the jersey number and colour for any offending players.

### **Injuries**

If a player suffers from a **not** serious injury and is **not** obstructing active gameplay, you should allow play to continue until stopping play would not significantly advantage either team or play moves into the area of the injured player.

### **Inbounding Simplified**

In the case of inbounding balls, you will be primarily dealing with inbounding the Quaffle (ARs with bludgers). The inbounding point for the quaffle is the approximate location where the quaffle crossed the boundary line. You will provide a countdown of five seconds for the player to carry the ball back inbounds or throw the ball inbounds before you start saying "zero." If thrown, the ball is inbounds once it crosses over the sideline or endline. If carried, it is considered inbounds once the player re-establishes themselves inbounds.

To determine the inbounding player they must be 'eligible'. If a keeper was the last to touch the quaffle whilst attempting to save a shot within their own keeper zone, they are the inbounding player. In any other situation, the inbounding player is the nearest eligible quaffle player to the inbounding point who is on the team that did not last touch the quaffle. When a ball goes out of bounds while in the possession of a player, the inbounding player is the nearest eligible player on the opposing team.

### **Advantage and Delayed Penalties Simplified**

#### **Advantage**

90% of the time, you will give advantage for a foul in the quaffle game. If you see any foul, then you must perform the following actions:

1. Remember the jersey number of the fouling player.
2. Remember the jersey number of the fouled player.
3. Throw your advantage marker at the location of the quaffle at the time of the foul.

Advantage ends when you **feel** like it has ended. For example, the attack breaks down and the fouled team reset, the fouled team score, or the fouled team lose the quaffle. However ending advantage is not limited to these situations.

Depending on what game you called the foul in and how the advantage ends, depends on what you do/give. See below for breakdowns on how you deal with each scenario.

### **Quaffle game and fouled team scores**

If the goal is good in all other respects then you award the goal. You can then adjudicate the foul and restart play with the formerly defending keeper.

### **Quaffle game and the fouled team doesn't score**

Below are listed three scenarios and what to do:

- ❖ **No further fouls occur:** Stop play, adjudicate the foul, move the fouled player (or their substitute) to the advantage marker location, remount them (even if they had been called beat and haven't yet touched in) and restart there.
- ❖ **Fouling team foul again:** You can stop play to save you remembering more jersey numbers or continue the advantage if you deem it better for the fouled team. If the original fouling player fouls again and you feel it was an intentional foul, stop play and adjudicate both fouls. If accidental, punish the more serious of the 2 fouls. Remount the fouled player with the quaffle at whichever of the 2 marks is more advantageous.
- ❖ **Fouled team foul:** Stop play and adjudicate both fouls. The ball gets turned over to whoever **didn't** foul last (normally the original fouling team in this situation). If the ball gets turned over to the original fouling team, then no one is moved to the advantage marker.

### **Bludger game and fouled team score**

If the goal is good in all other respects then you award the goal. You can then adjudicate the foul and restart play with the formerly defending keeper.

### **Bludger game and the fouled team doesn't score**

- ❖ **No further fouls occur:** Stop play, adjudicate the foul, move the quaffle carrier at the time of the foul (or their substitute) to the advantage marker location, remount them (even if they had been called beat and haven't yet touched in) and restart there.
- ❖ **Fouling team foul again:** You can stop play to save you remembering more jersey numbers or continue the advantage if you deem it better for the fouled team. If the original fouling player fouls again and you feel it was an intentional foul, stop play and adjudicate both fouls. If accidental, punish the more serious of the 2 fouls. Remount the quaffle carrier at the time of the fouls with the quaffle at whichever of the 2 marks is more advantageous.

- ❖ **Fouled team foul:** Stop play and adjudicate both fouls. The ball(s) gets turned over to whoever **didn't** foul last (normally the original fouling team in this situation). If the ball gets turned over to the original fouling team, then no one is moved to the advantage marker.

For fouls in the bludger game, only yellow or red cards overturn the quaffle as well as the bludger **UNLESS** it is a blue card and the foul directly affected the quaffle game.

### **Seeker Game**

Advantage in the seeker game does not affect quaffle scores or turnover if the foul is between the 2 Seekers or Seeker and Snitch. If the seeker game affects the bludger or quaffle game by the foul then the same procedure as quaffle applies.

### **Reacting to Delayed Penalties**

When you see an AR giving a delayed penalty, they should be pointing in a direction. This is the direction the quaffle should be moving e.g. with the attacking team. You should stop play as appropriate (much like advantage) to not disadvantage the fouled team. If the AR **only** has a fist in the air then stop play as this should indicate there has been a foul committed by both teams.

You should then adjudicate the penalty the same as an advantage. In the quaffle game, goals scored can be disallowed and cards turnover the quaffle. If bludger game only yellow and red overturn the quaffle unless it's a blue and directly affects quaffle play and goals can be overturned. If seeker only game then goals and quaffle turnovers are not affected but if it affects bludger or quaffle game then the adjudication should be the same as bludger play.

If a ball is to be turned over then it is given to the nearest eligible player on the opposing team and no one is moved.

### **Positioning**

For positioning, you should always remain in a 100% view of the quaffle and quaffle carrier where possible. Starting next to the keeper, it is recommended to stand on the keeper zone line and when they cross it, move towards the midline with them at the pace you expect them to play at, otherwise, you have sufficient grounds to call a delay of game. Stay within a few metres of the carrier and adjust your position so you can see any contact. If they go for a long pass cross pitch or behind the hoops, sprint to follow the pass. However, given the centre of the pitch is normally either congested or if it's a bad pitch, bad ground, then try and arc your run around the outside of the players as shown in the figure below.

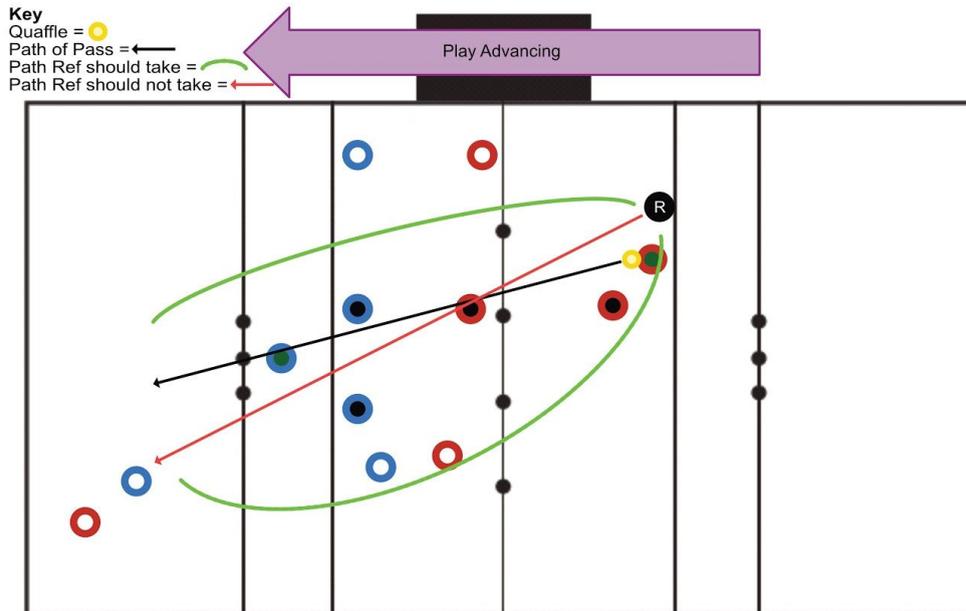


Image credit: IQA Rulebook 2018-2020

This means that you avoid the centre of the pitch where, as shown, the vast majority of the players are.

Generally, during play, try and get yourself so that you are 45 degrees or so behind the quaffle carrier closer to the outside of the pitch so that you have the full pitch in view and not just some.

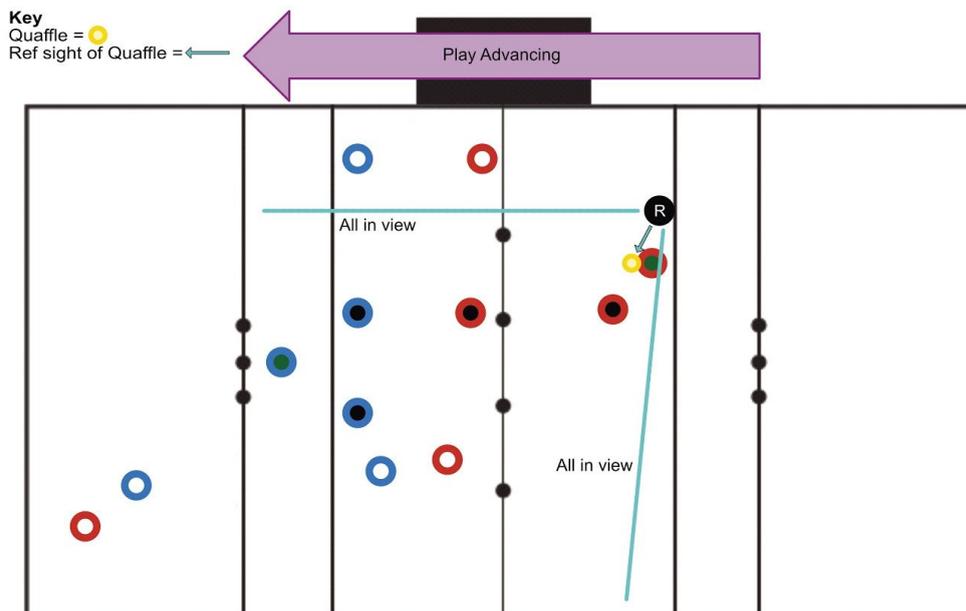


Image credit: IQA Rulebook 2018-2020

Not:

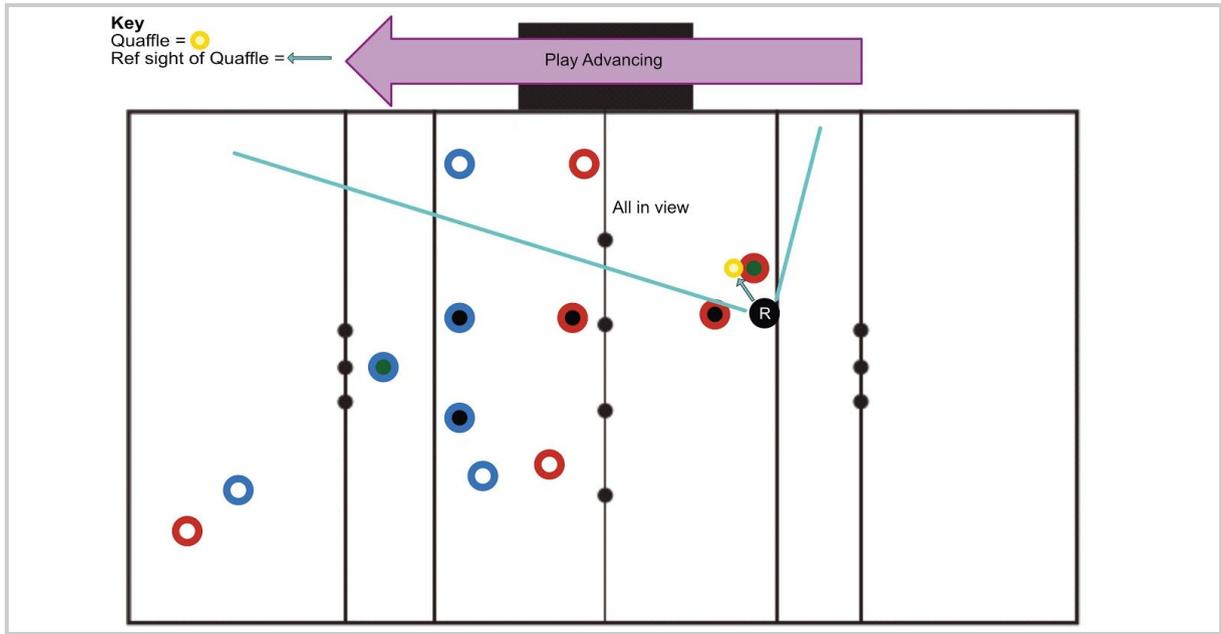


Image credit: IQA Rulebook 2018-2020

You should also try to stay between the two sets of hoops the majority of the time, allowing you ARs to swing around behind the hoops to get a contrasting view if necessary. This will make you less likely to get caught out of position if a long pass or fast break occurs and also gives you better positioning to determine if a goal is good or not.